

Fig. 1

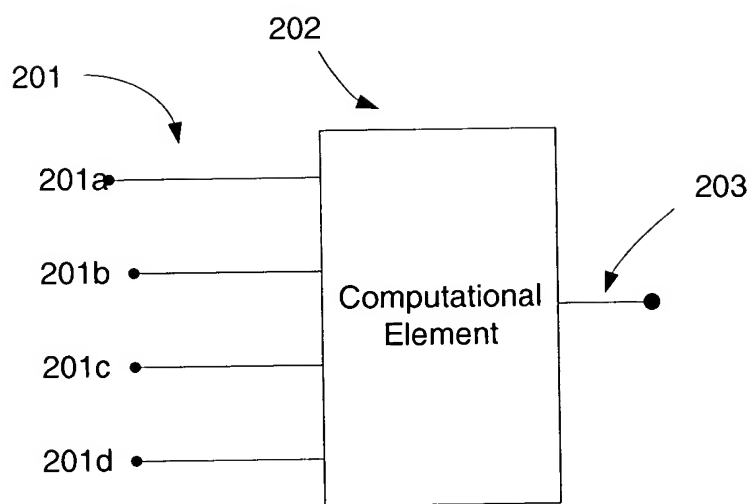


Fig. 2

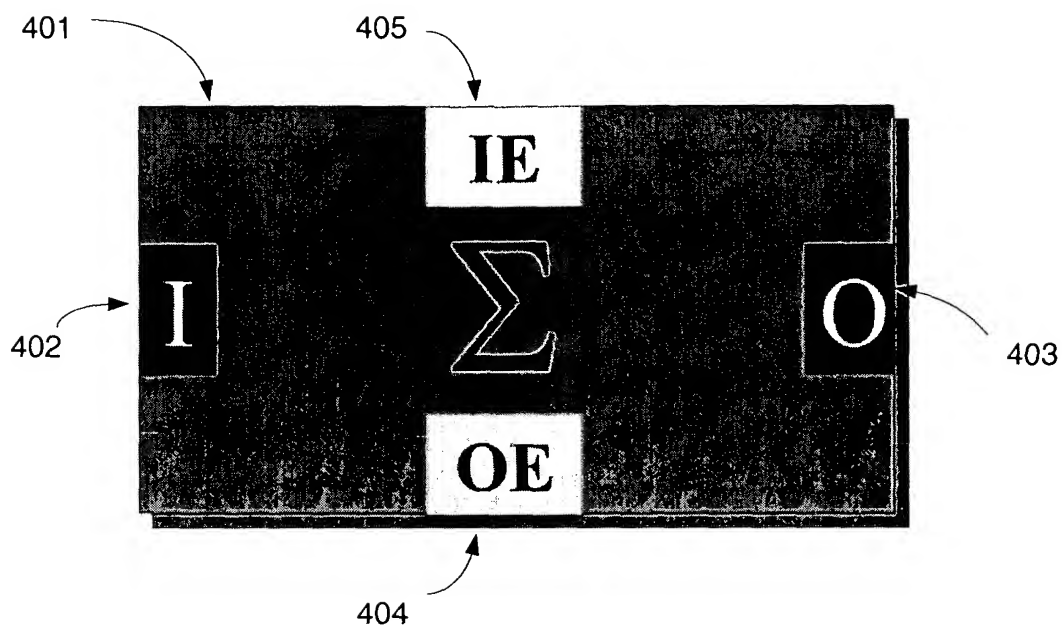


Fig. 4a

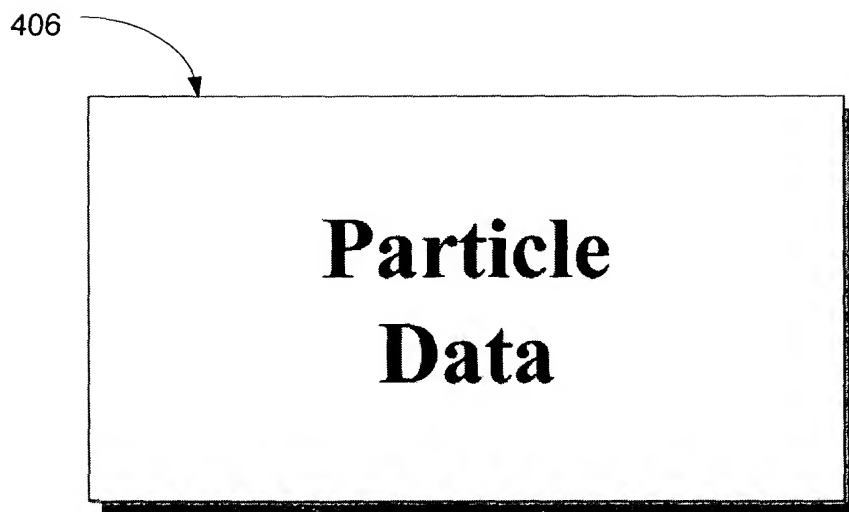


Fig. 4b

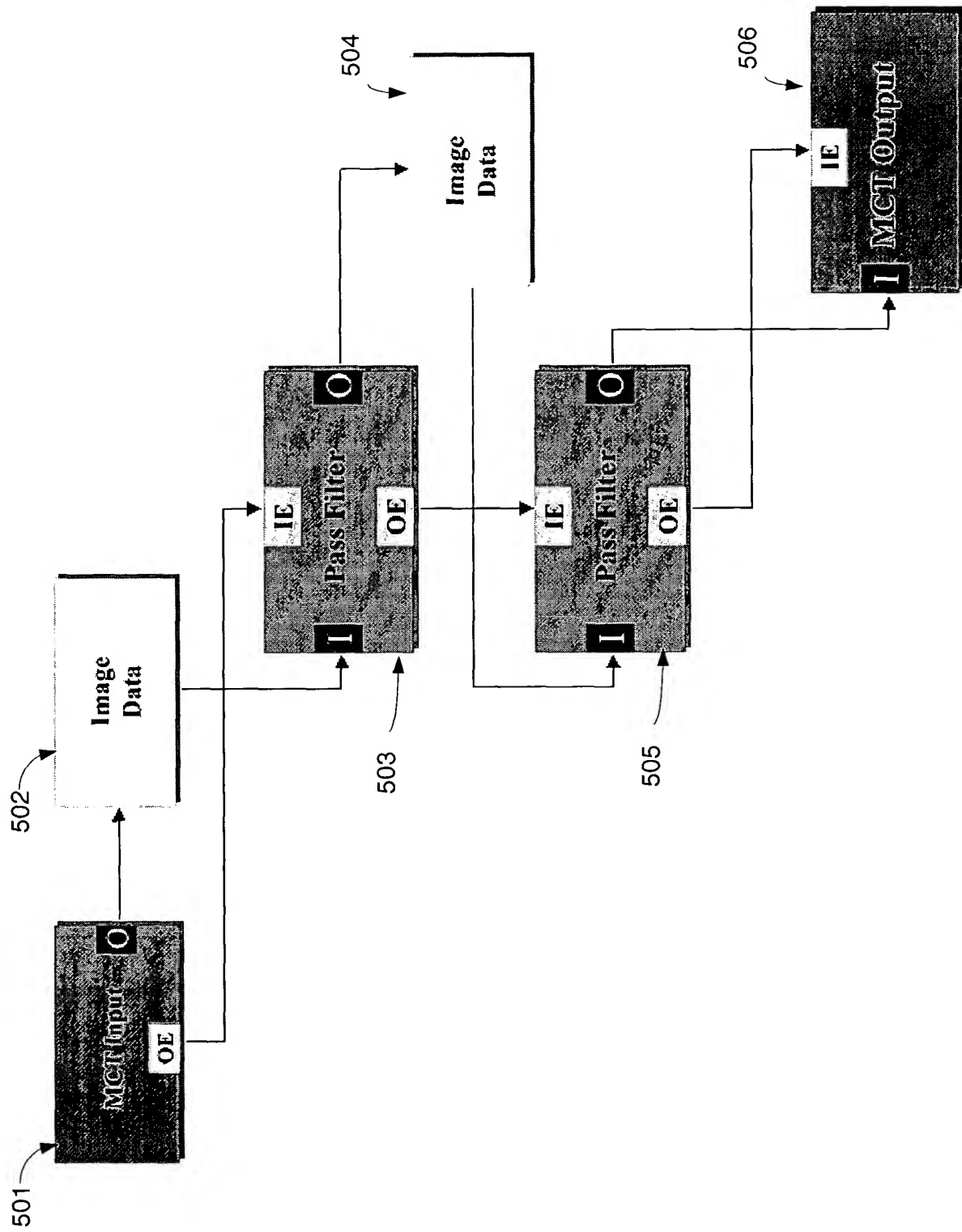


Fig. 5

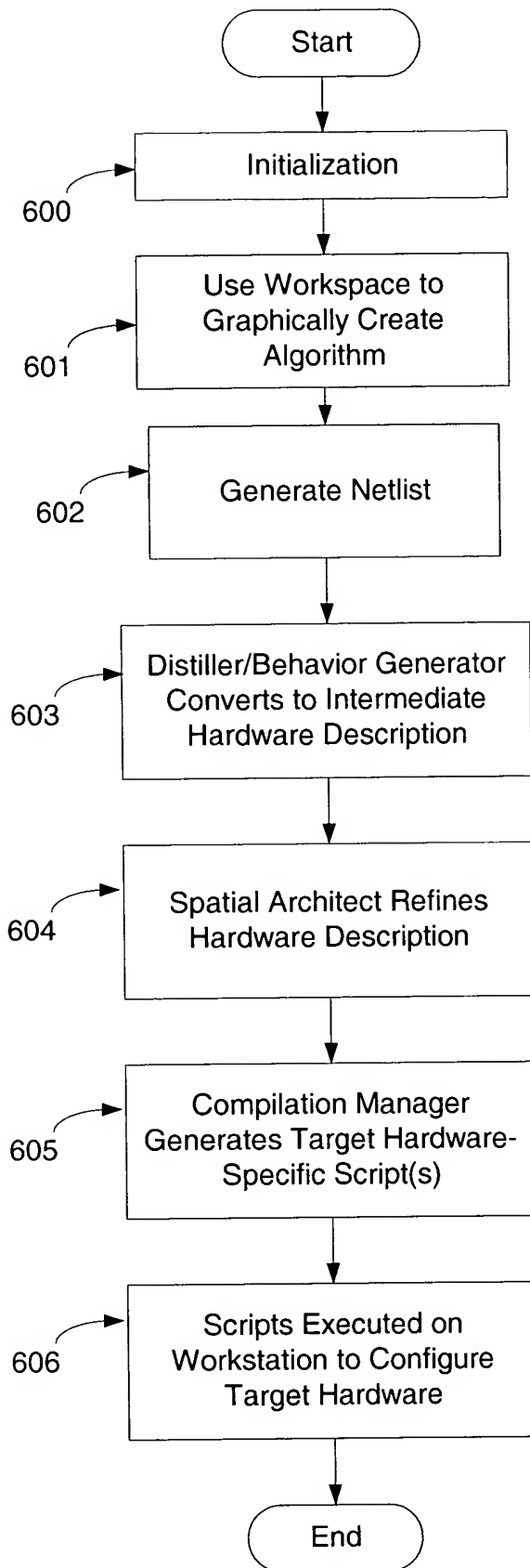


Fig. 6

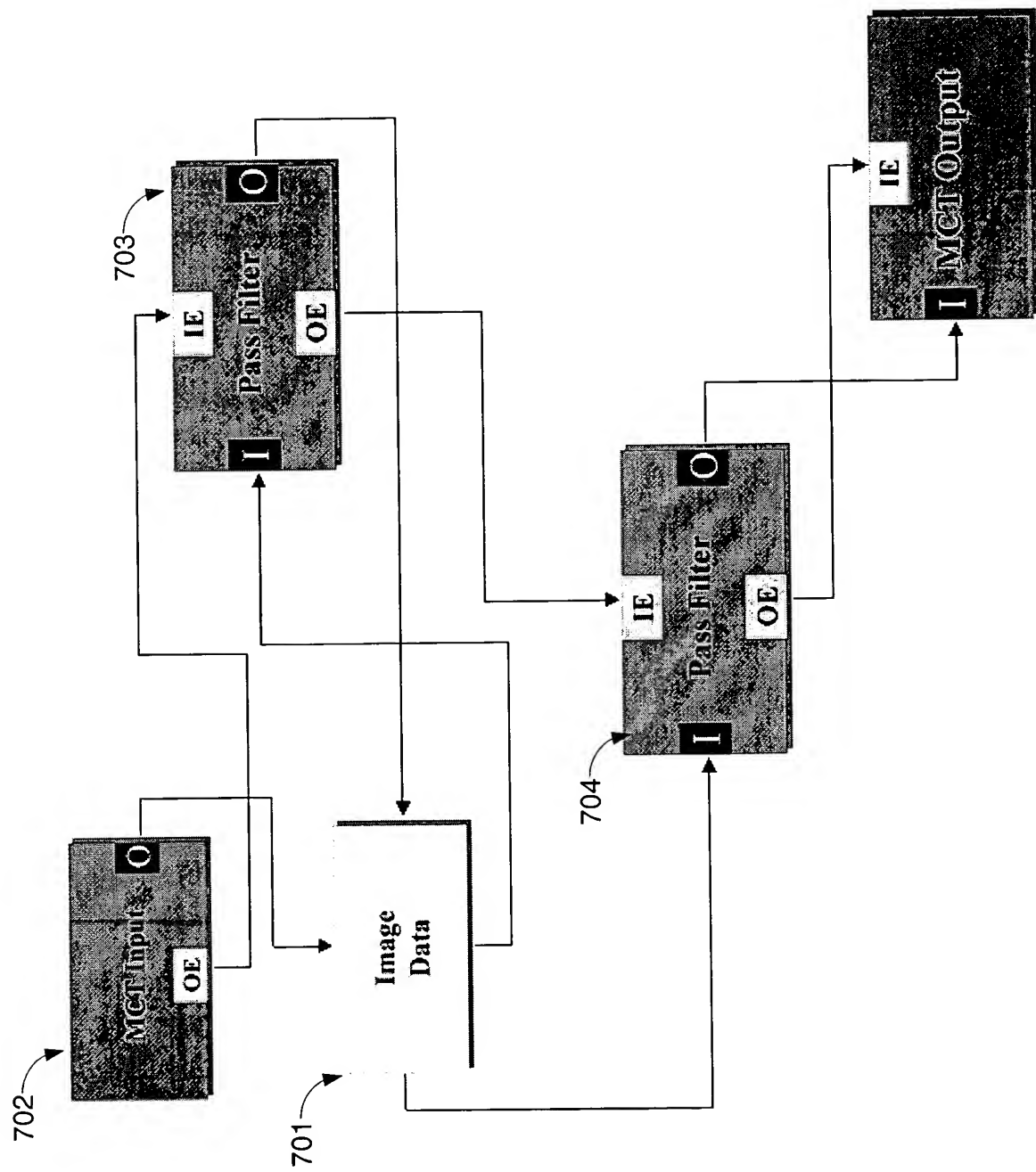


Fig. 7

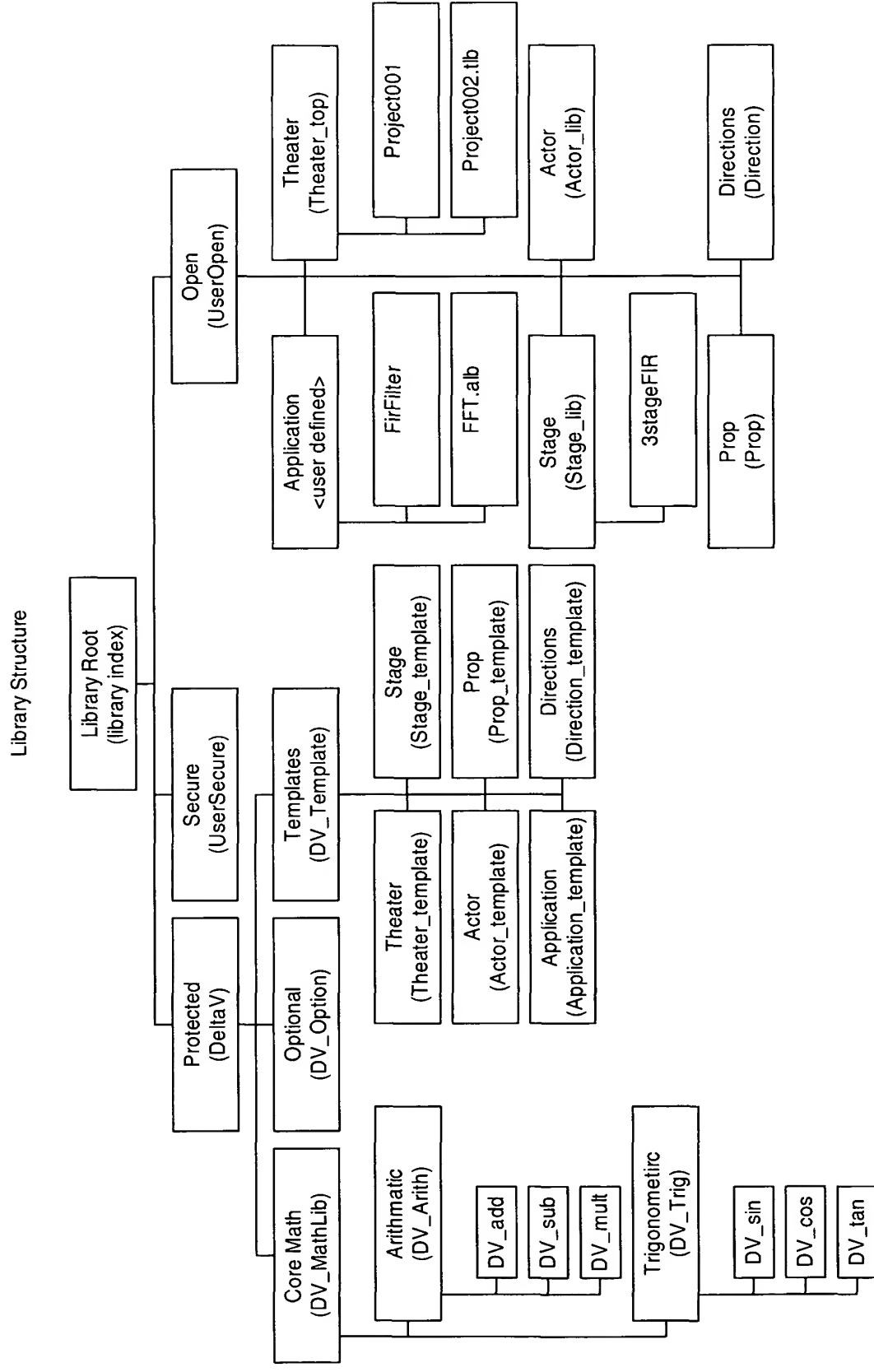


Fig. 8

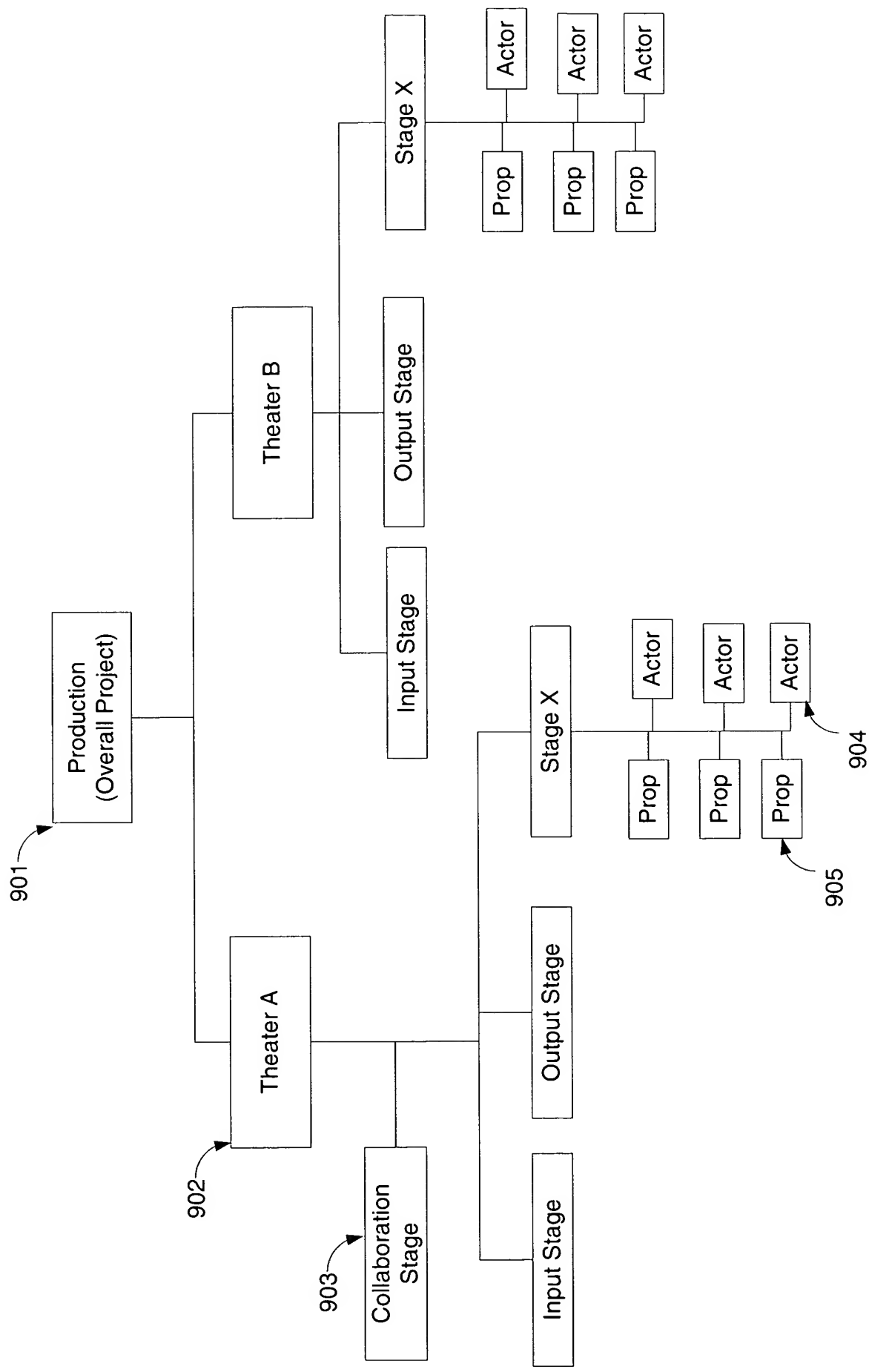


Fig. 9a

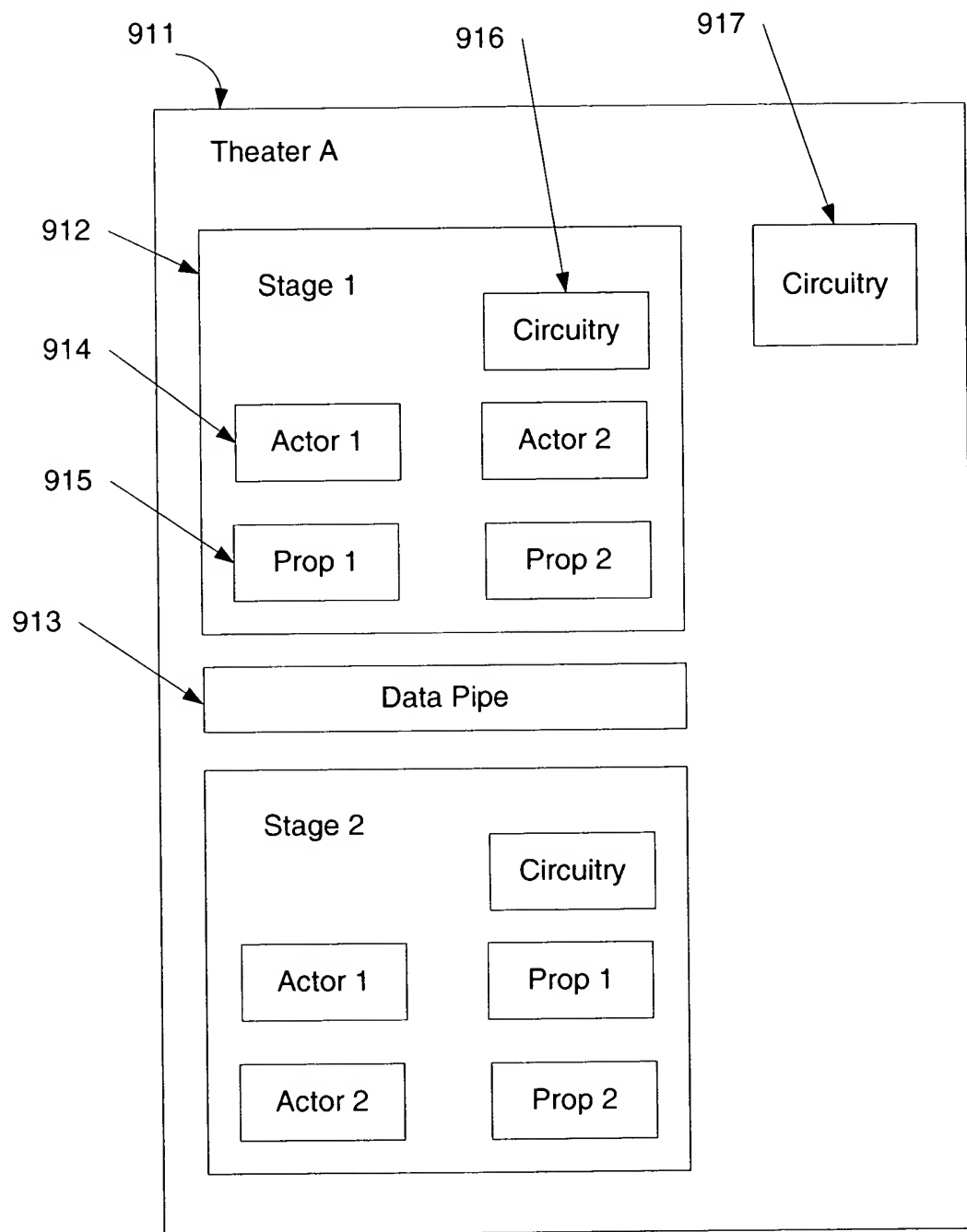


Fig. 9b

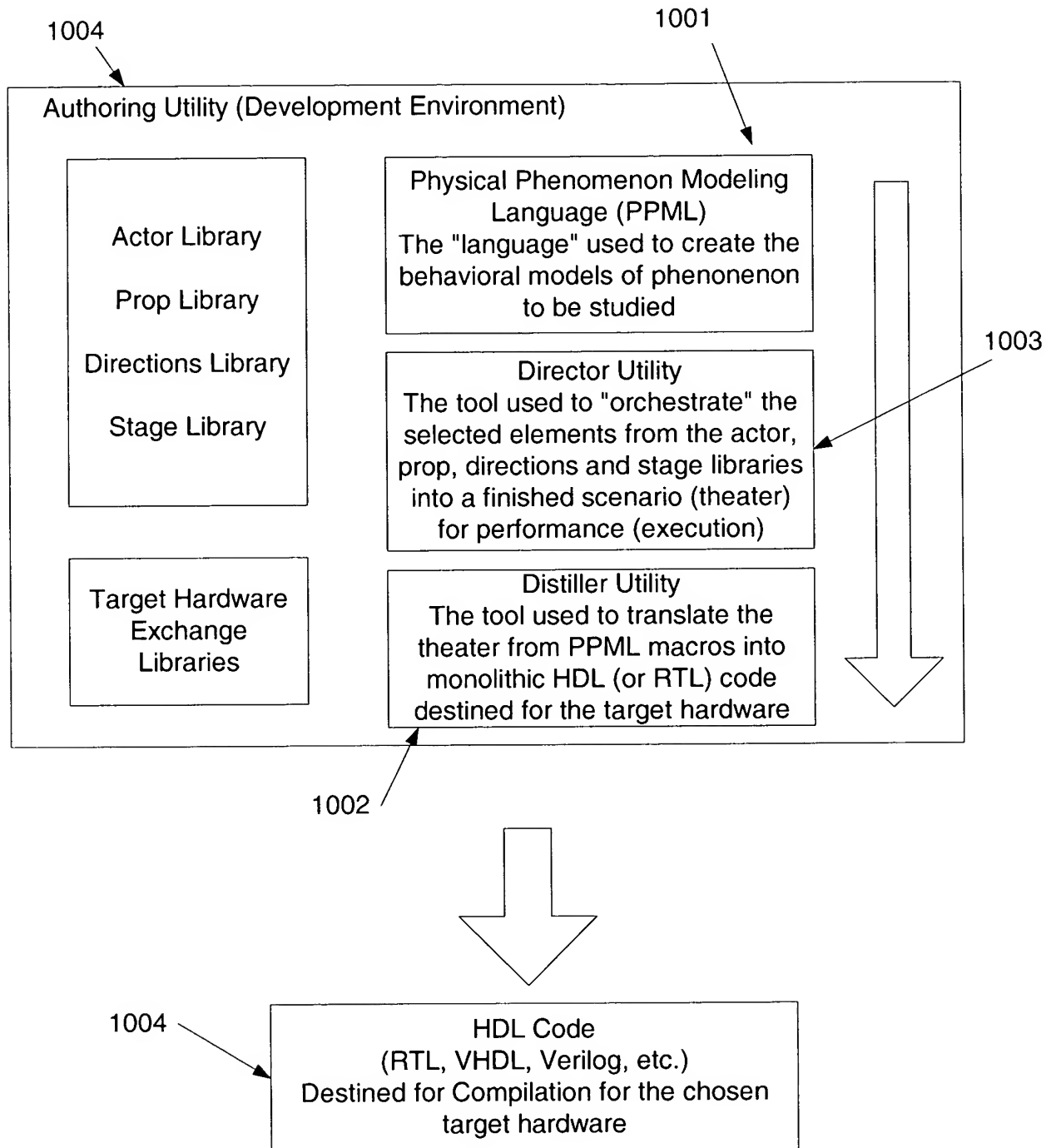


Fig. 10

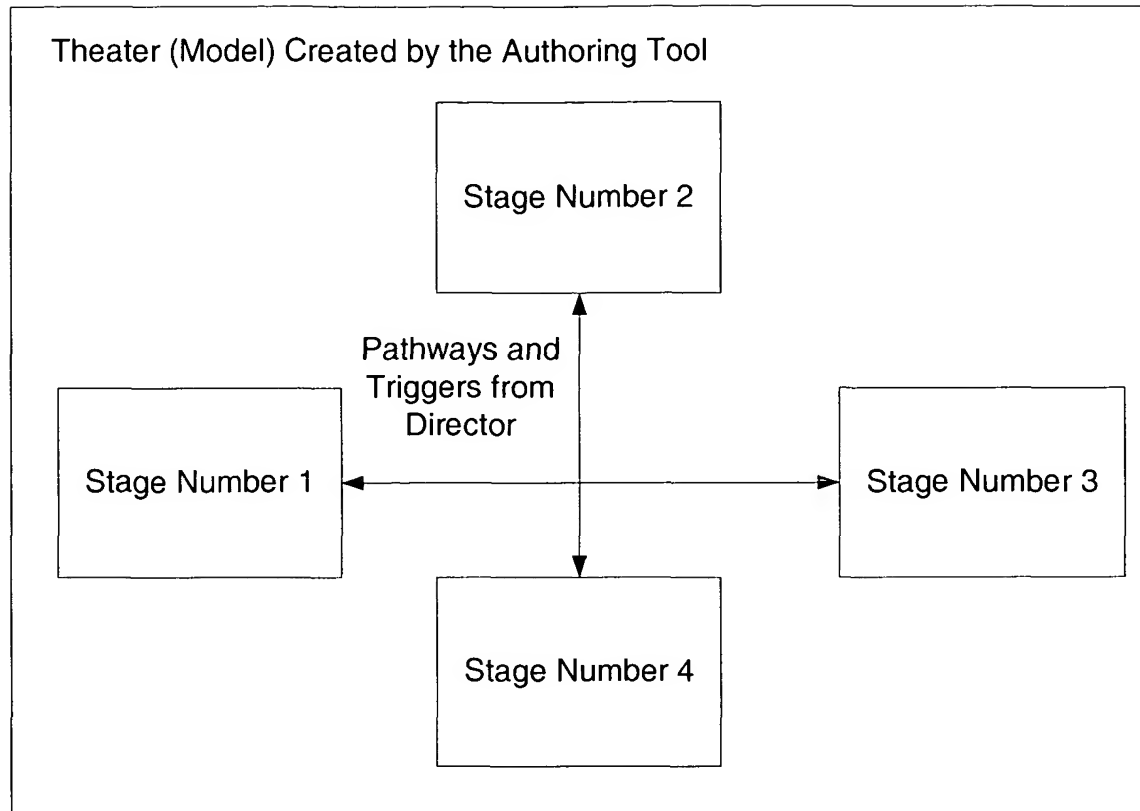


Fig. 11a

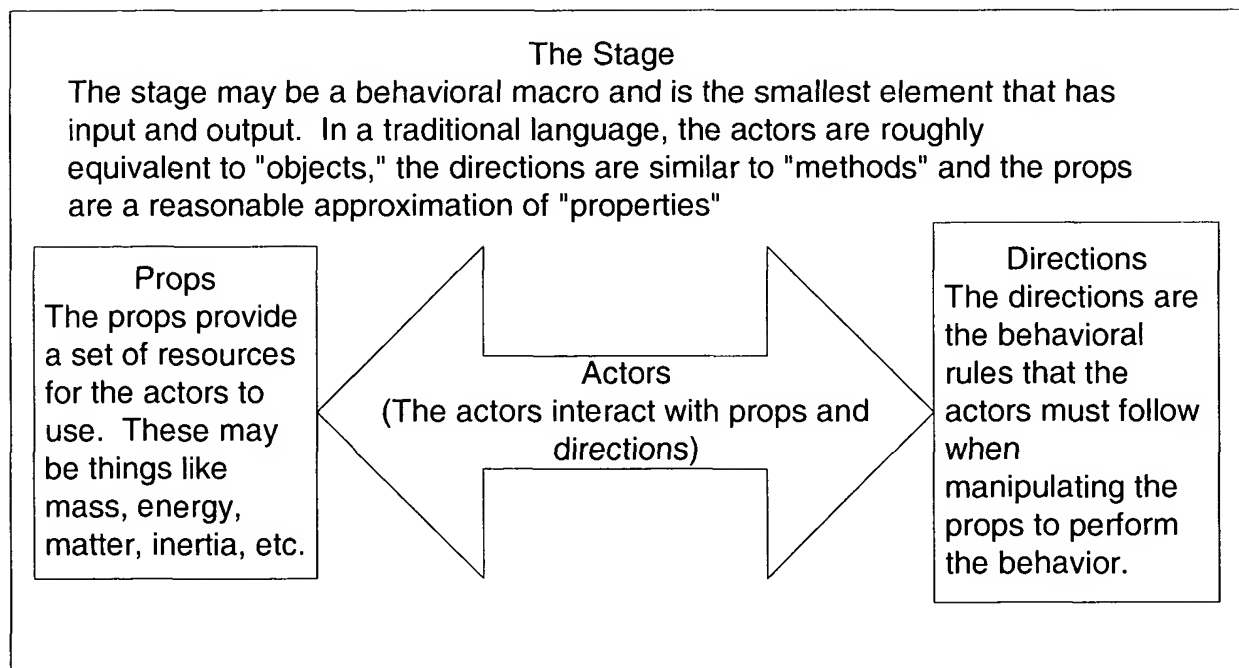


Fig. 11b

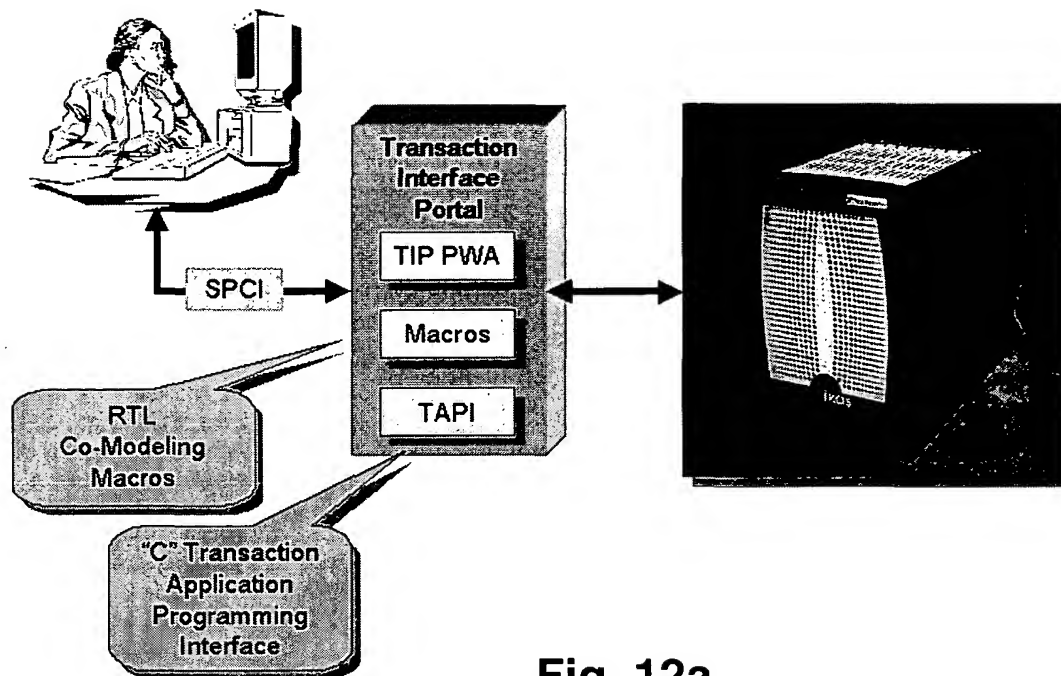


Fig. 12a

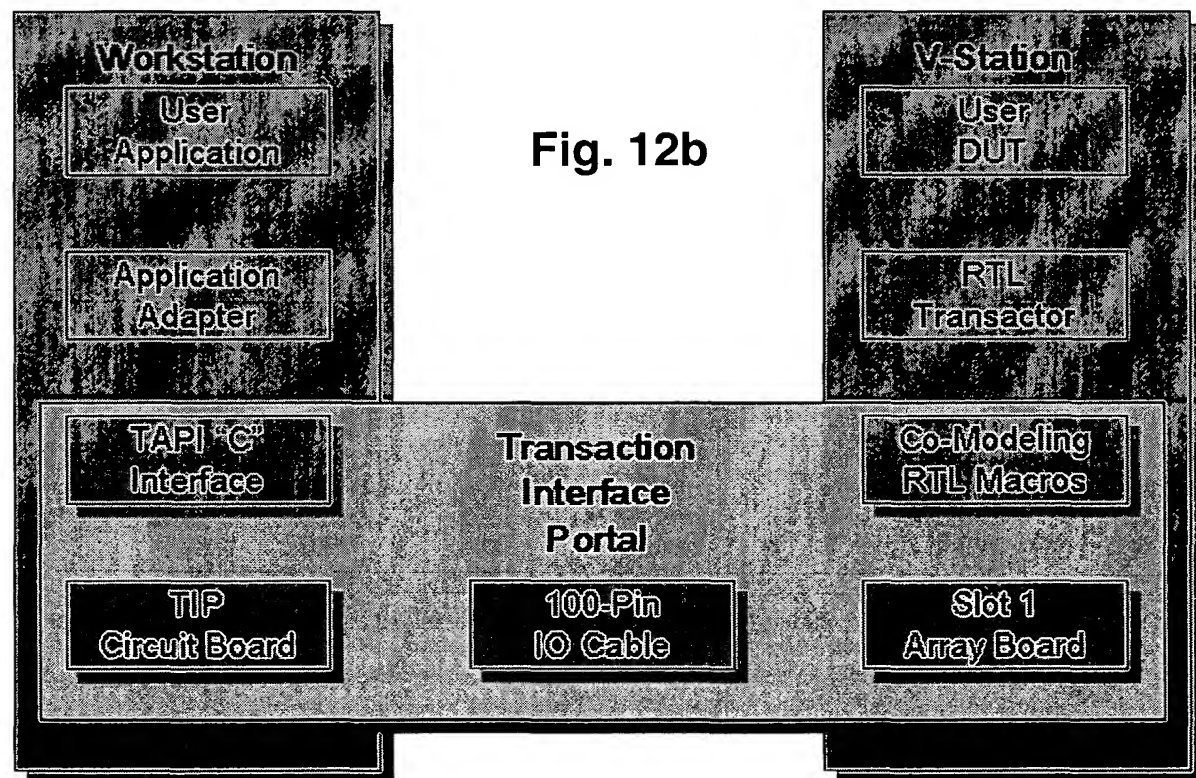
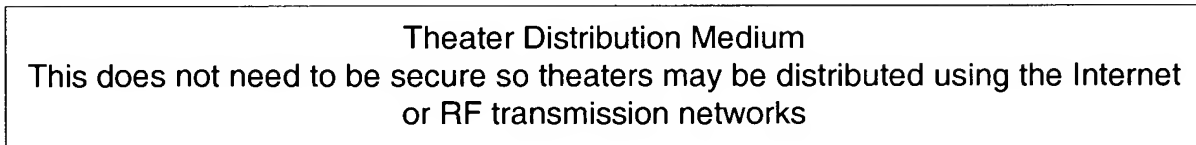
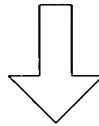
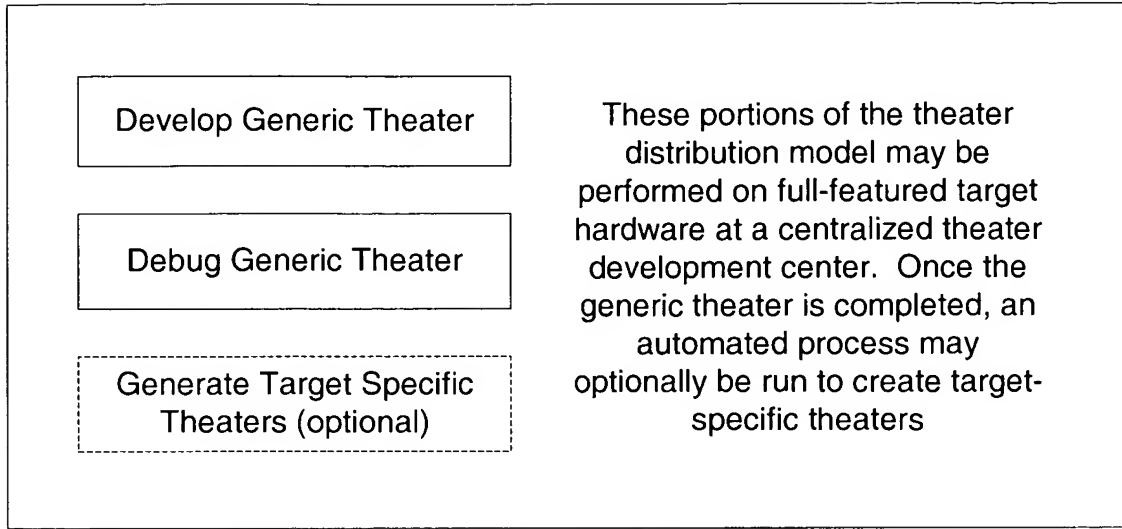


Fig. 12b



Remote Target The remote target uses less costly replicate hardware.	Remote Target The remote target uses less costly replicate hardware.	Remote Target The remote target uses less costly replicate hardware.	Remote Target The remote target uses less costly replicate hardware.	Remote Target The remote target uses less costly replicate hardware.
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Note: In addition to being less costly than a primary theater development system (they are "replicate" systems), a remote target may also be more secure since they do not require the theater debugging facilities

Fig. 13

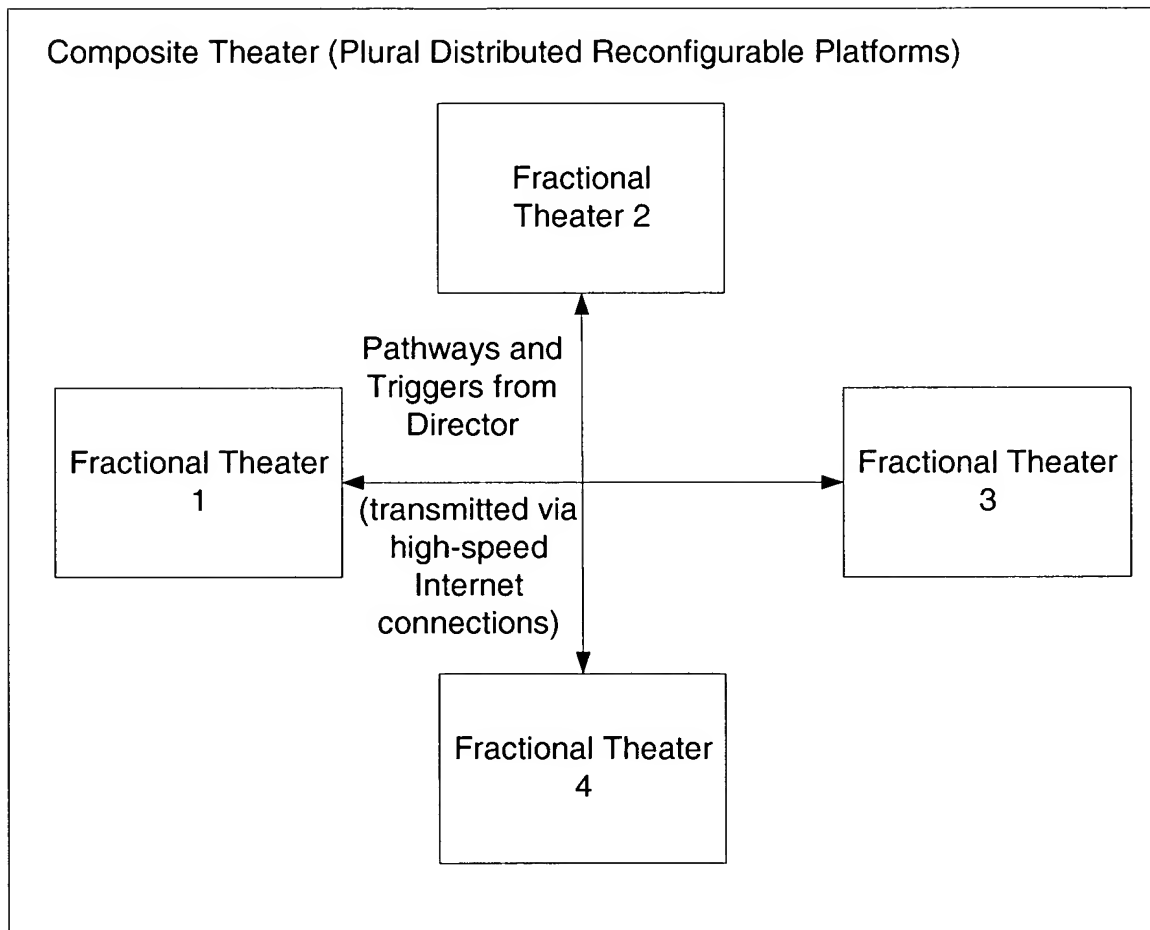


Fig. 14

Analog Input Connectors (S+, S-, Ground triplets) 216 pins total										
Port 1	Port 2	Port 3	Port 4	Port 5	Port 6	Port 7	Port 8	Port 9	Power Supply	Fan Assembly
Output connectors to target hardware & monitoring computer. This connector array may also include a ten-port 10/100Tx Ethernet Hub										

Fig. 15a

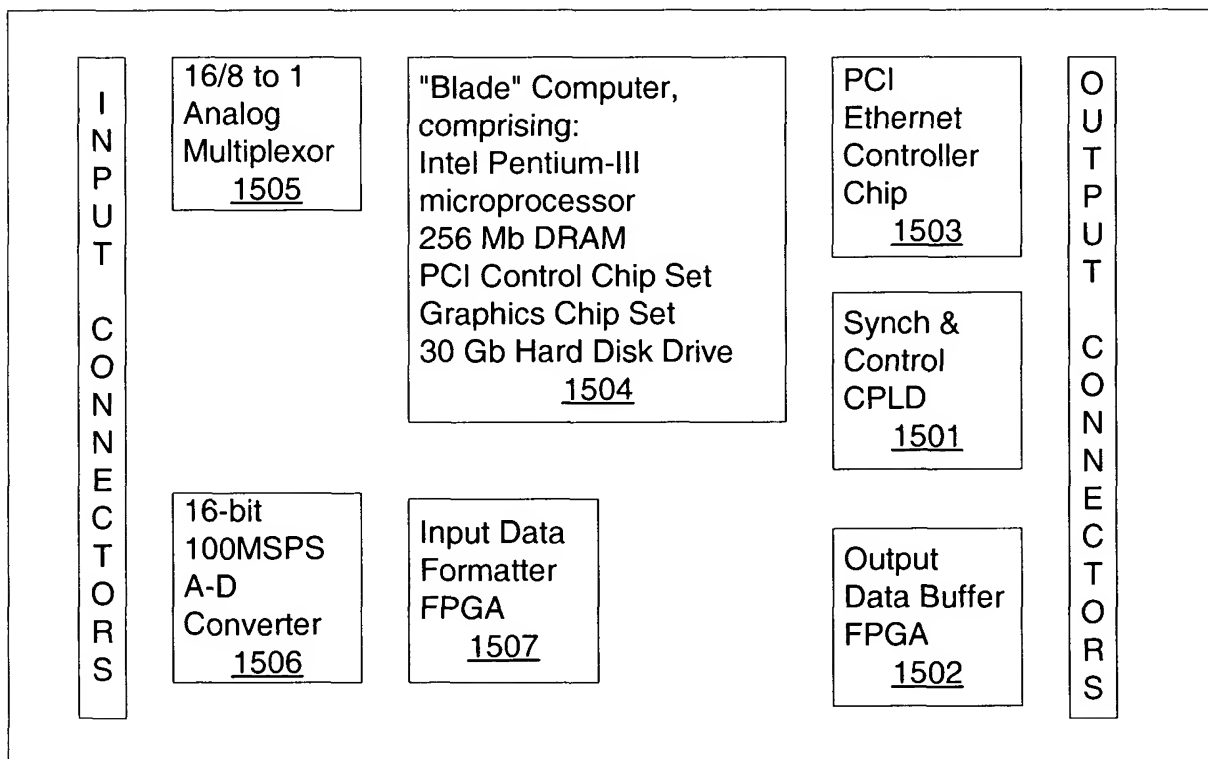


Fig. 15b

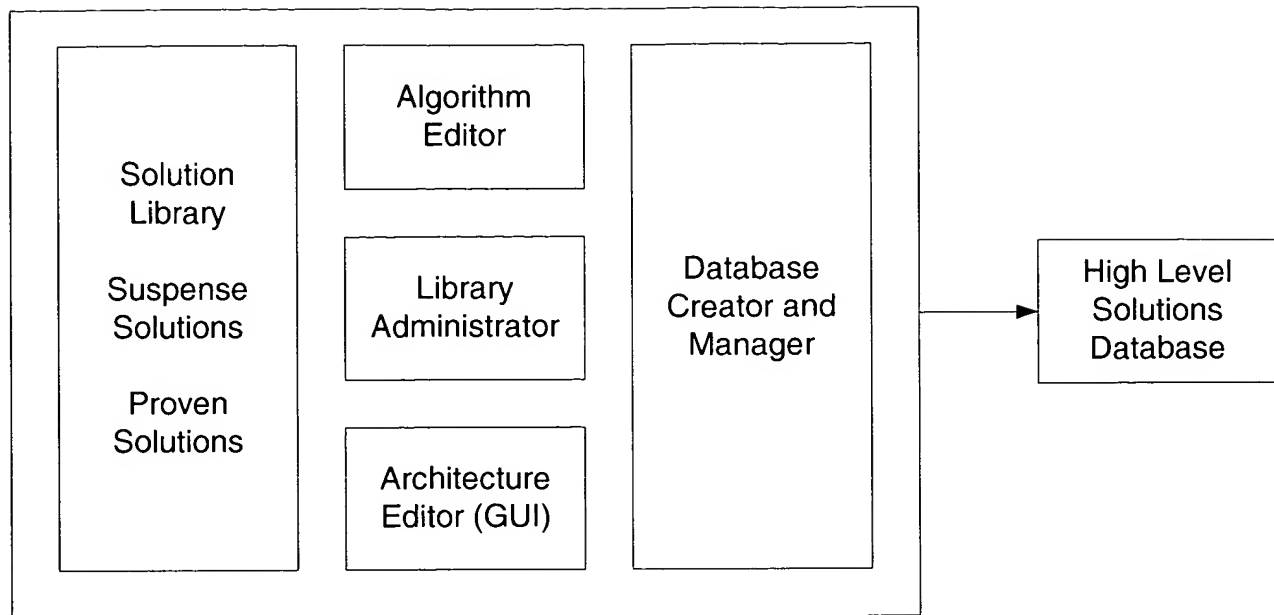


Fig. 16

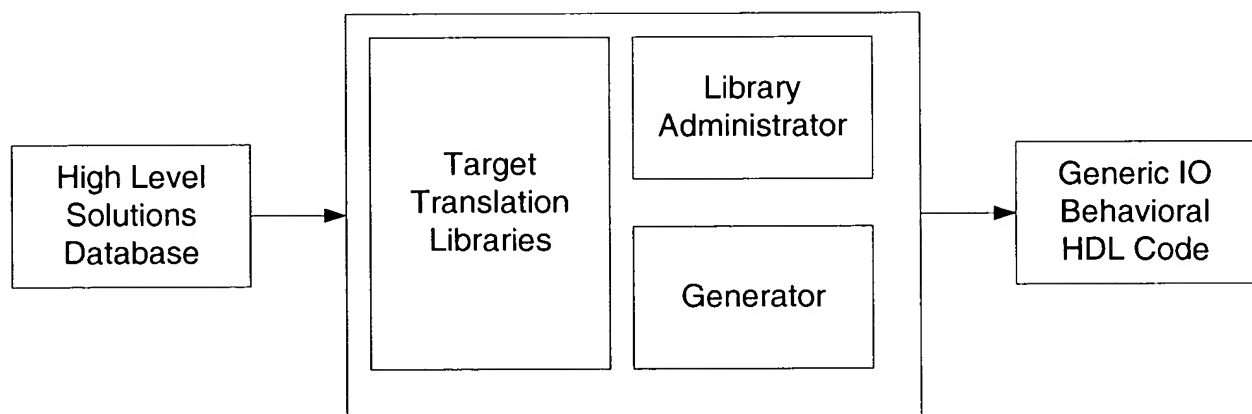


Fig. 17

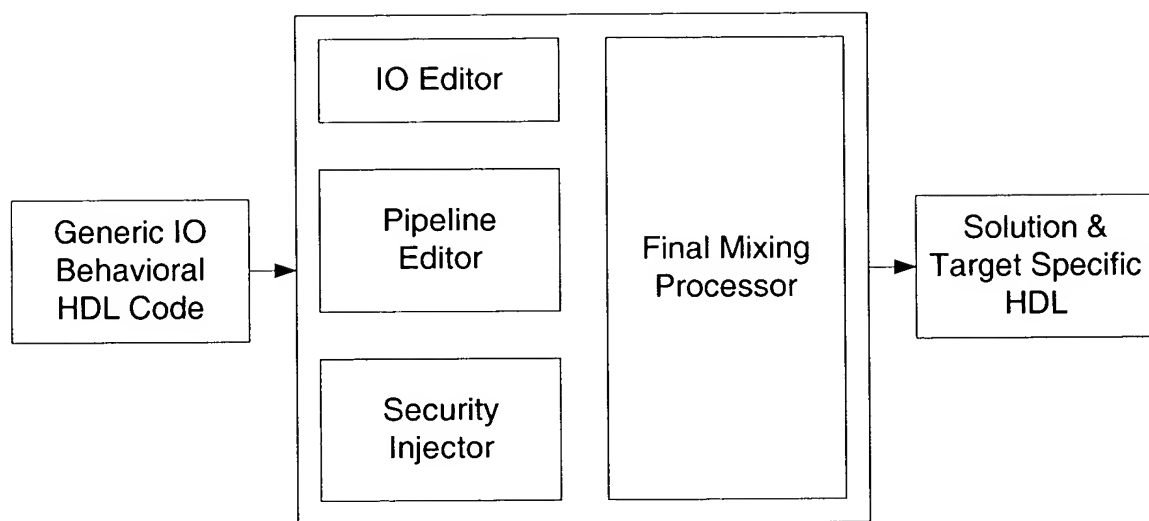


Fig. 18

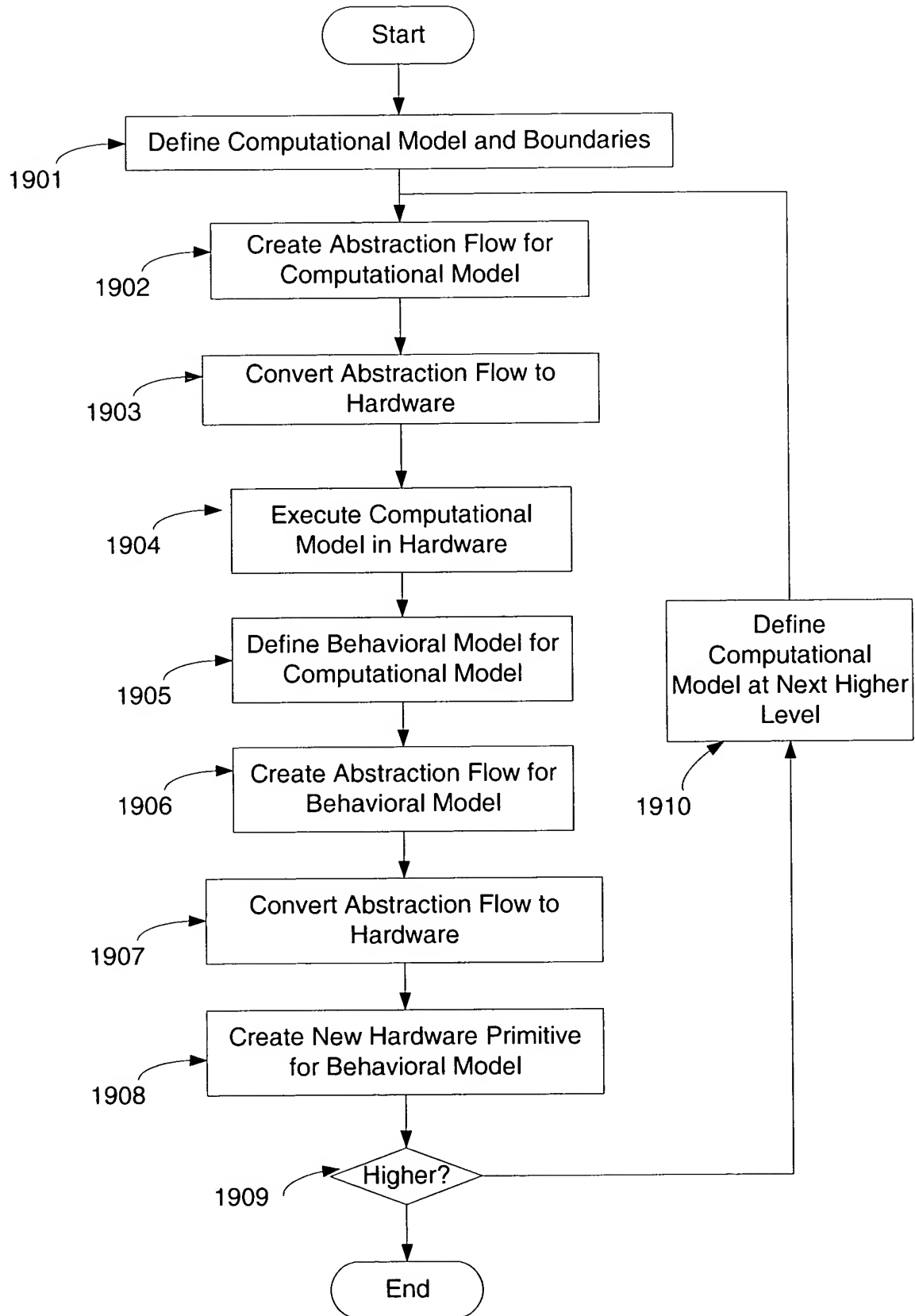


Fig. 19

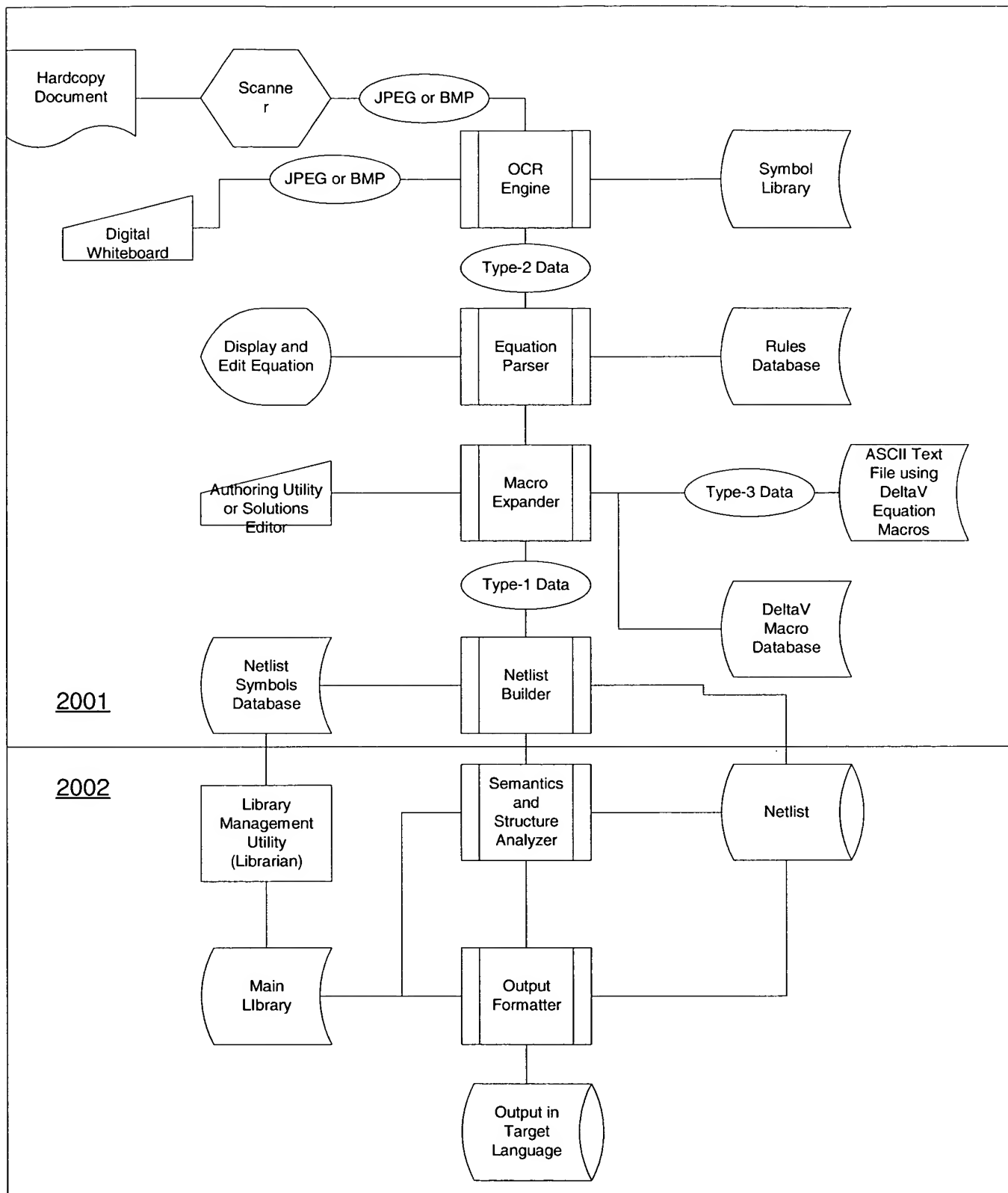


Fig. 20